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Title: MINE EXPERIMENTS

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Day 1: This is the dawn  
of a new era for me. I  
have been experimenting  
with eternal life for so  
long now. At last, I am  
seeing some results.

Day 2: Entranced more  
Gwani in order to  
increase the number of  
my servants

Day 3: Forced the Gwani  
to give to me the secret  
of entering certain  
passages. Experiments still  
in progress. A pint or  
two should keep me alive,  
depending on the  
frequency of transfusion.

Day 8: The lost secret  
of the Ophidians is within  
my reach, I can feel it.  
Ophidian magic will give to  
me absolute power.

Day 12: Last week I  
stumbled upon this magic  
formula which further  
lengthens the life span of  
a dead body. What a  
discovery! I need to use  
the mixture in an  
adequate proportion with  
the blood of an innocent.

Day 17: The caverns  
around Skullcrusher are  
filled with Stoneheart.  
More than I ever knew! I  
need as much Stoneheart  
as I may find since this  
is the prime ingredient of  
Bloodspawn. Stoneheart  
doth possess the  
red-orange glow of  
stalagmites. Once

pulverized and mixed with  
fresh human blood it  
turns into a powerful  
magical reagent. Even  
though I have tried  
extremely powerful spells,  
Bloodspawn is easy and  
safe to transport. The  
mages who say otherwise  
are fools.

Day 21: This day I have  
spent researching many  
new spells. Exhausting.  
The prisoners in the cage  
may not live long enough  
to fulfill my plans. They  
seem to be weak.

Day 28: I am convinced  
that great magical  
secrets lie beyond the  
sealed entrances, for I  
sense great power and  
magic in the vicinity.

Day 34: Today is a sad  
day. My servants have  
failed me! While  
transporting Bloodspawn,  
they suffered  
simultaneous seizures and  
toppled into a chasm --  
the Bloodspawn was lost!  
This is endangering my  
schedule. I need more  
workers. They must work  
longer hours. Toil is a  
necessity; sleep, an  
addiction from which they  
must be weaned.